

The question that best expresses my teaching philosophy is, “I wonder what would happen if...?” It is important that students are taught the basic principles and elements of design. Through self-guided exploration students are allowed to make mistakes and learn about the process through their mistakes. Most beginning students are afraid to try new and different methods to create art because they feel there is a sacred quality to everything they create. I want them to work beyond that feeling. By encouraging the student to make mistakes and explore what works and doesn't, the student will let go of that tendency and explores the process. Once the student discovers what methods work best for their individual expression then they can critically analyze how to incorporate any and all methods encountered during the discovery process.